
Title: Beltran's Guide to Guilds

Author: Beltran

This reference work is intended merely to serve as resource for those curious as to the full range of trades and societies extant in Britannia and nearby nations. For each trade or guild, their blazon is given.

Armourer's Guild.
Gold bar above black bar.

Association of Warriors. Blue cross on a red field.

Barbers' Guild.
Green and white stripes, diagonal.

Blacksmith's Guild.
Gold alongside black.

Federation of Rogues and Beggars.
Red above black.

Fighters and Footmen. Blue horizontal bar on red field.

Guild of Archers.
A gold swath parting red and blue.

Guild of Armaments. Swath of gold on black field, gold accents.

Guild of Assassins.
Black and red quartered.

Guild of Barbers.
Red and white stripes.

Guild of Cavalry and Horse. Vertical blue on a red field.

Guild of Fishermen. Blue and white, quartered.

Guild of Mages.
Purple and blue, in a
crossed pennant
pattern.

Guild of
Provisioners. White
bar above green bar.

Guild of Sorcery. A
field divided
diagonally in blue and
purple.

Healers Guild. Gold
swath dividing green
from purple, gold
accents.

Lord British's
Healers of Virtue.
Golden ankh on dark
green.

Masters of Illusion.
Blue and purple
checkers.

Merchants' Guild.
Gold coins on green
field.

Mining Cooperative.
A gold cross,
quartering blue and
black.

Order of Engineers.
Purple, gold, and blue
vertical.

Sailors' Maritime
Association. A white
bar centered on a blue
field.

Seamen's Chapter.
Blue and white in a
crossed pennant
pattern.

Society of Cooks and
Chefs. White and red
diagonal fields
checker on green
field.

Society of
Shipwrights. White
diagonal above blue.

Society of Thieves.
Black and red diagonal
stripes.

Society of
Weaponsmakers. Gold
diagonal above black.

Tailor's Hall. Purple
above gold above red.

The Bardic
Collegium. Purple and

red checkers on gold
field.

Traders' Guild.
White bar centered
down green field.